

FIG.1

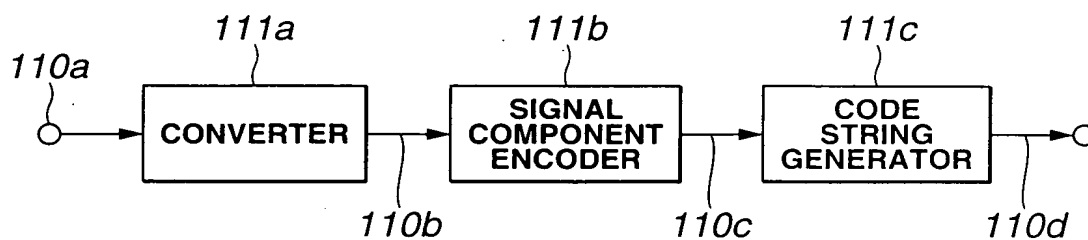


FIG.2

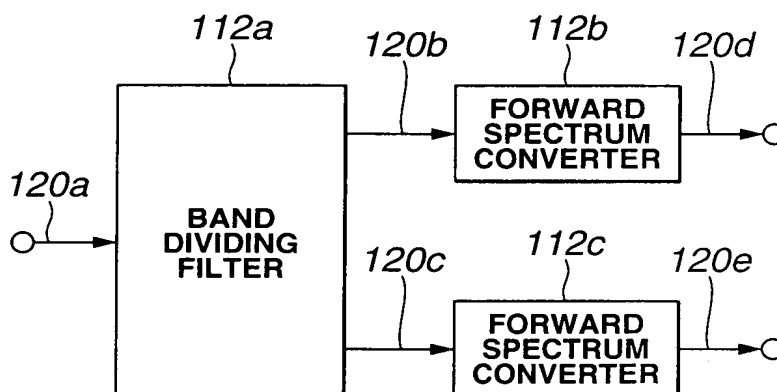


FIG.3

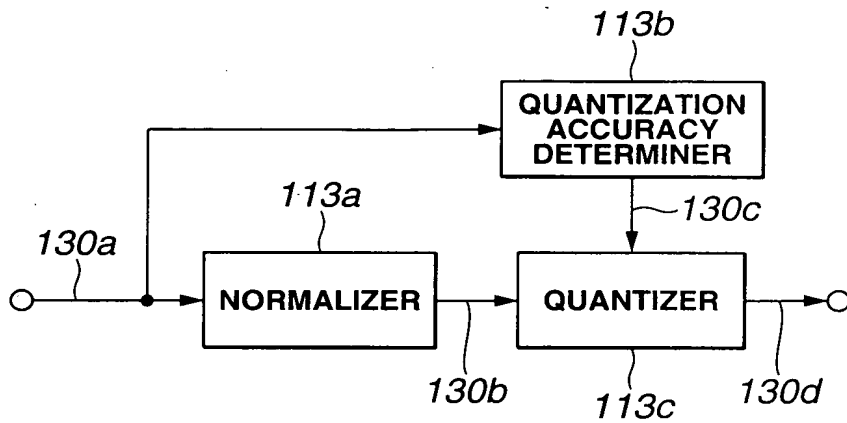


FIG. 4

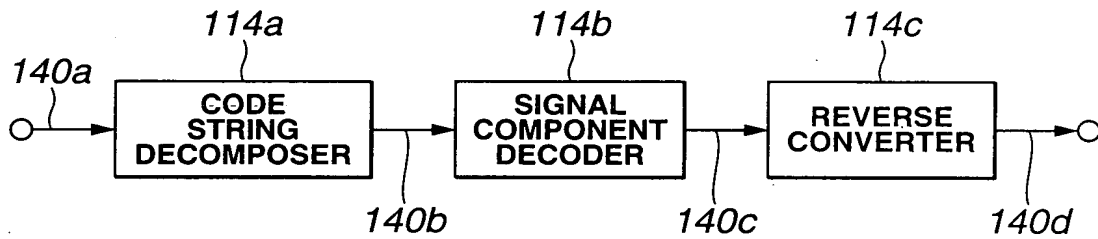


FIG. 5

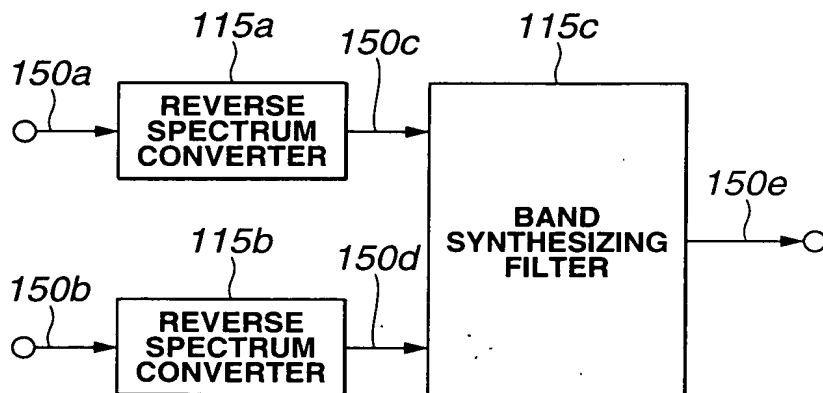


FIG. 6

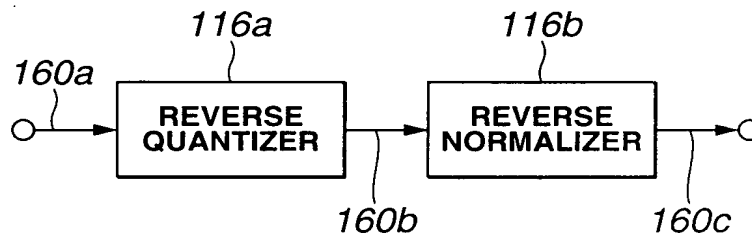


FIG.7

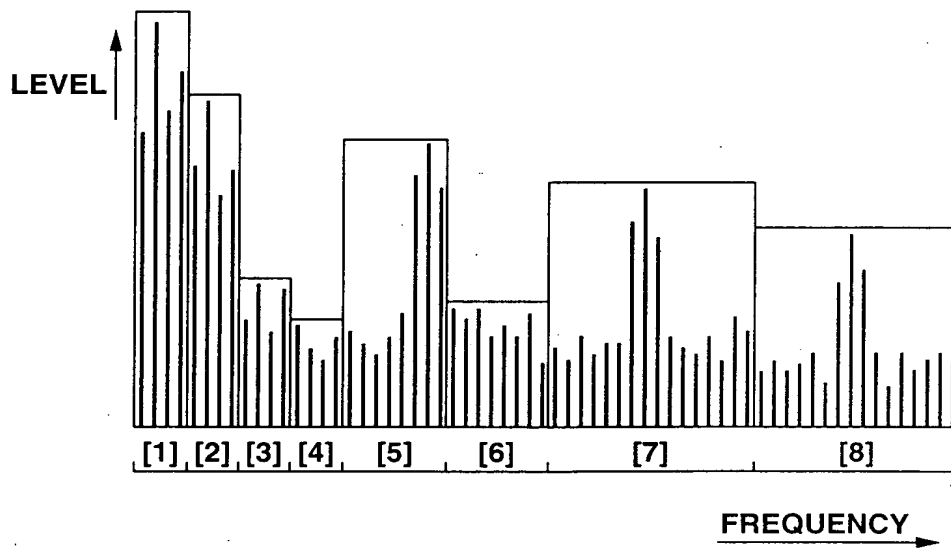


FIG.8

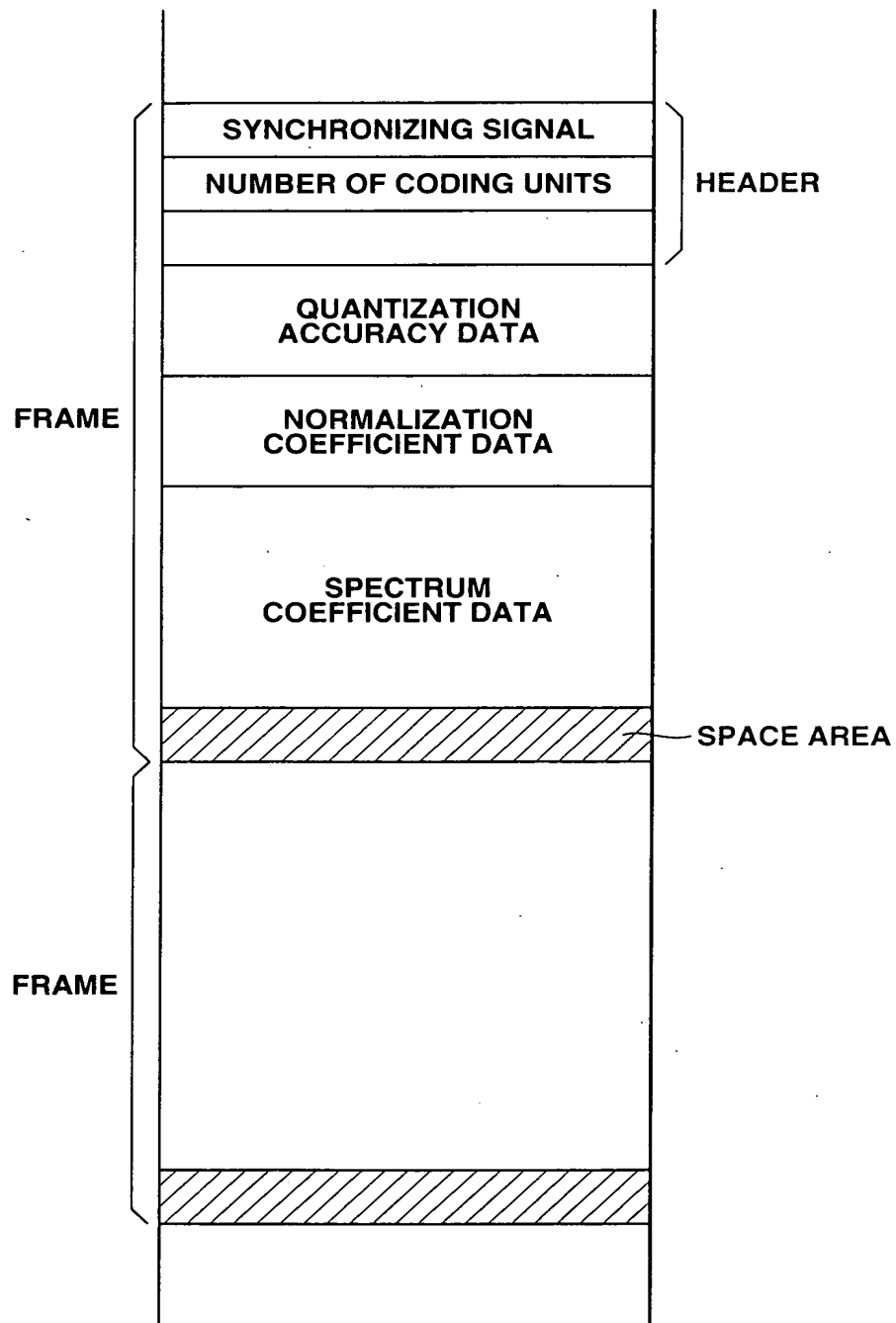


FIG.9

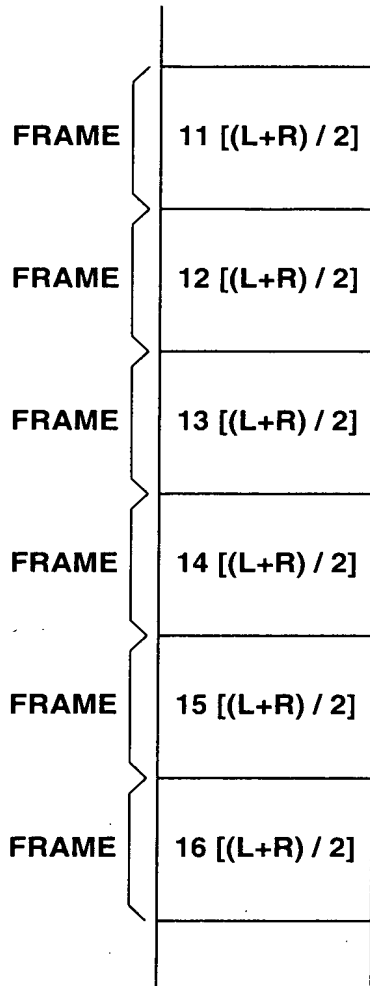


FIG.11

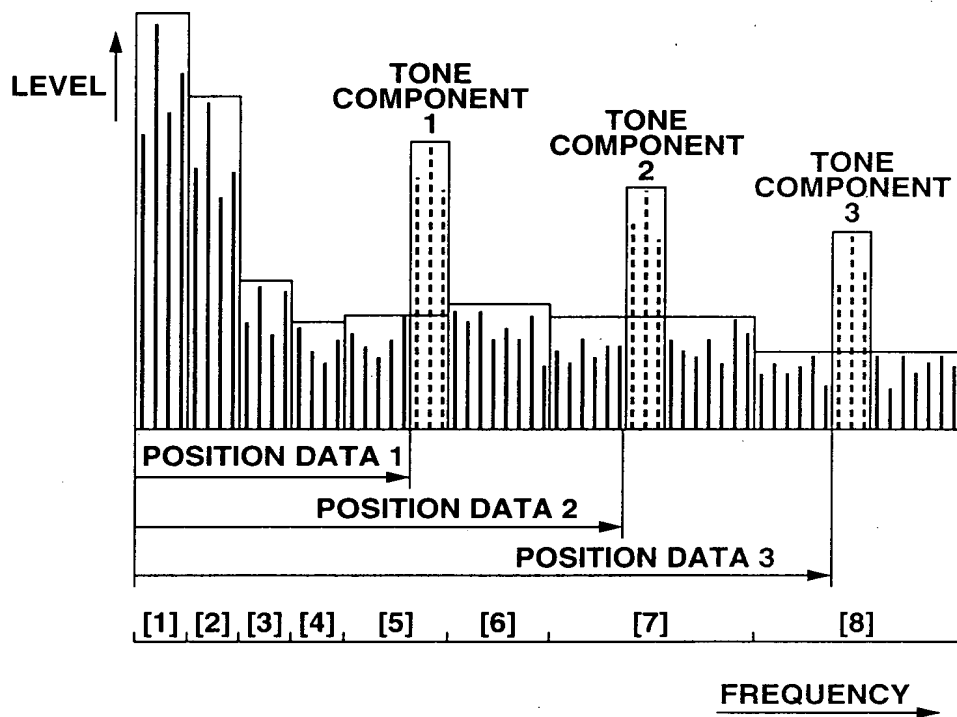


FIG.12

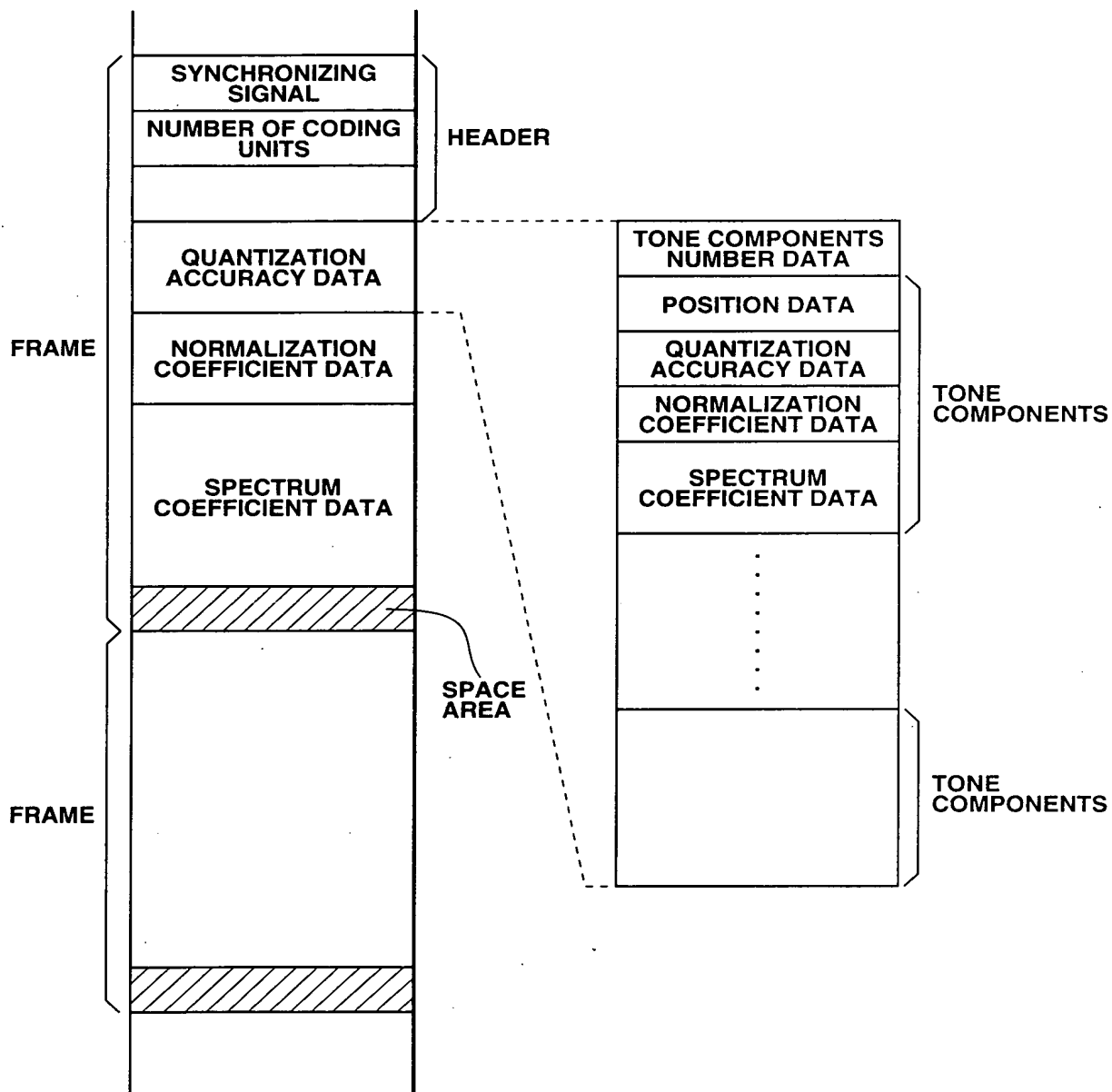


FIG.13

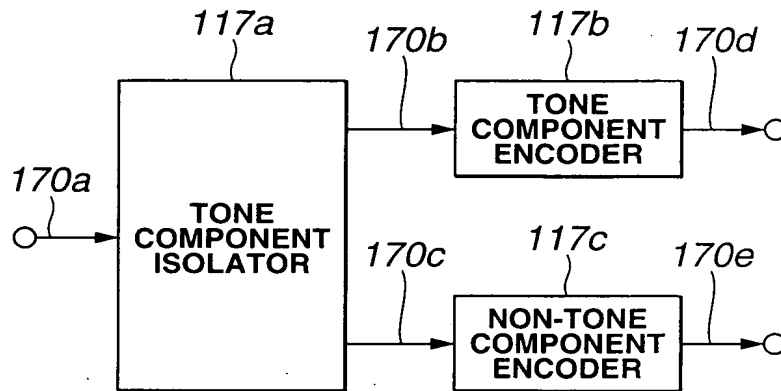


FIG.14

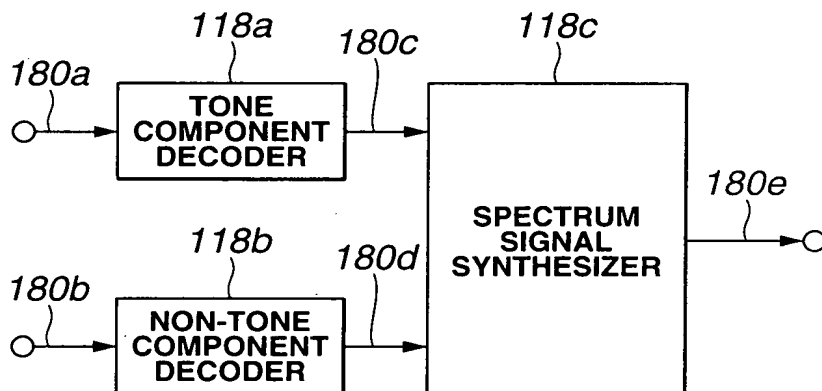


FIG.15

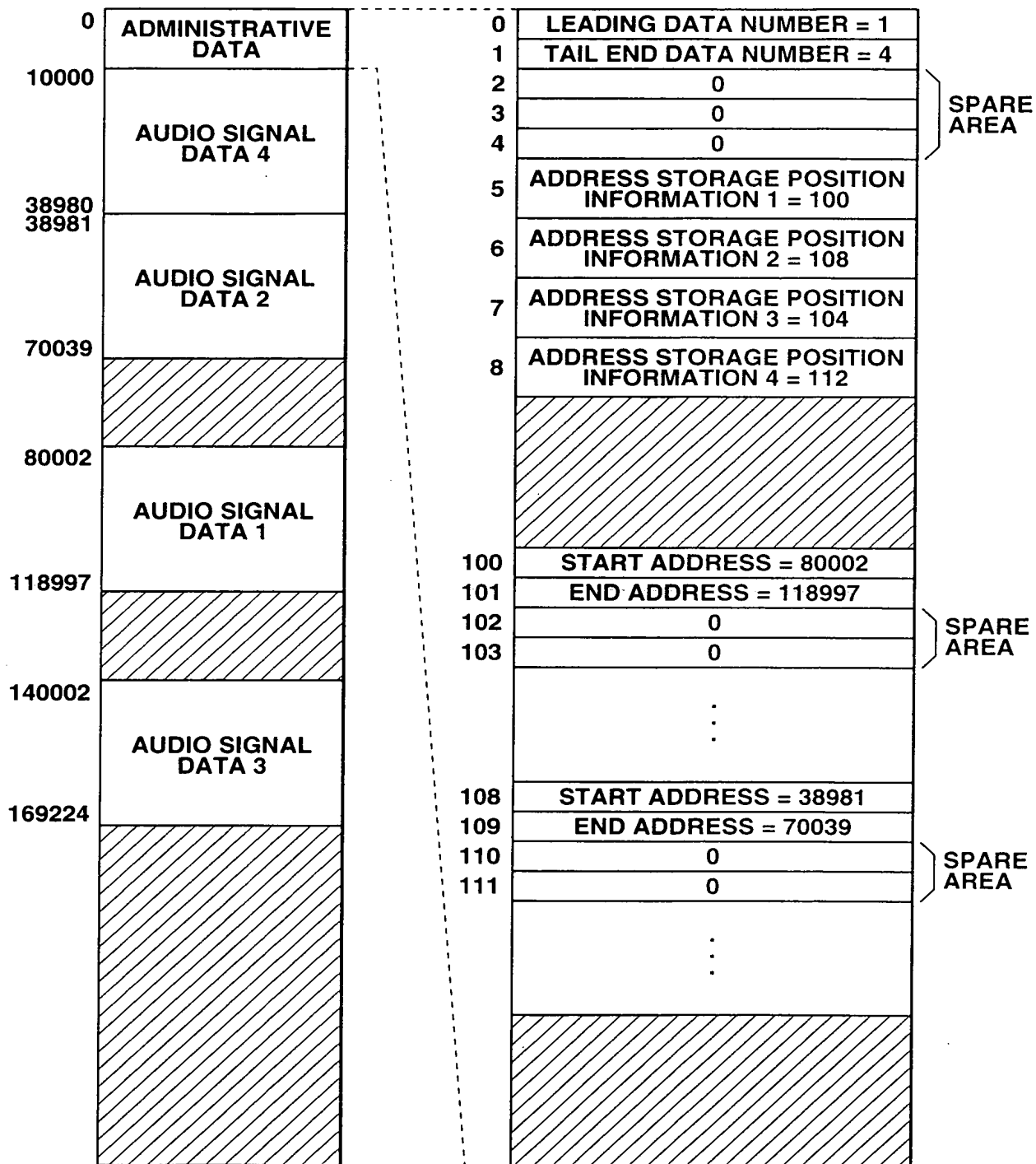


FIG.16

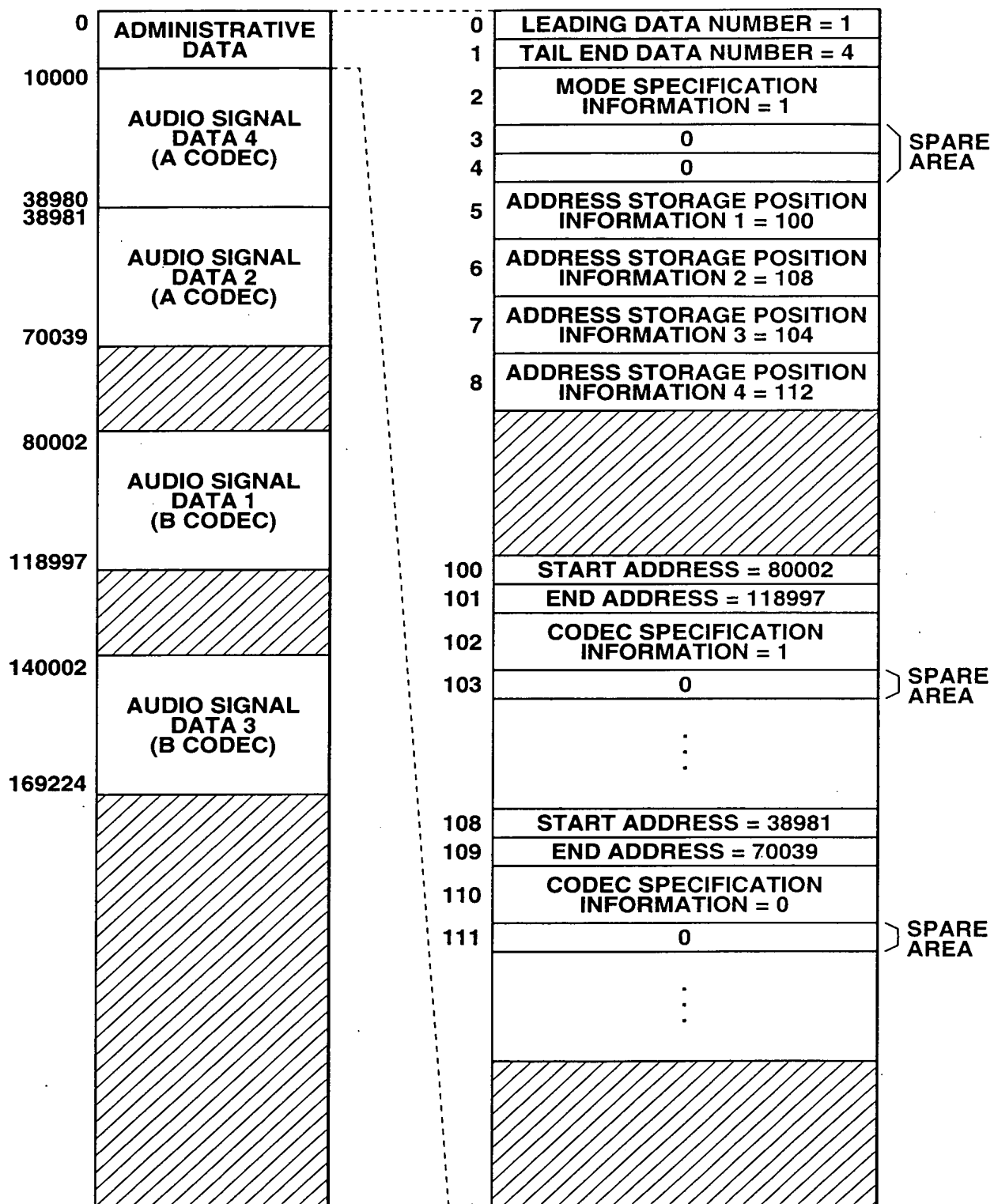


FIG.17

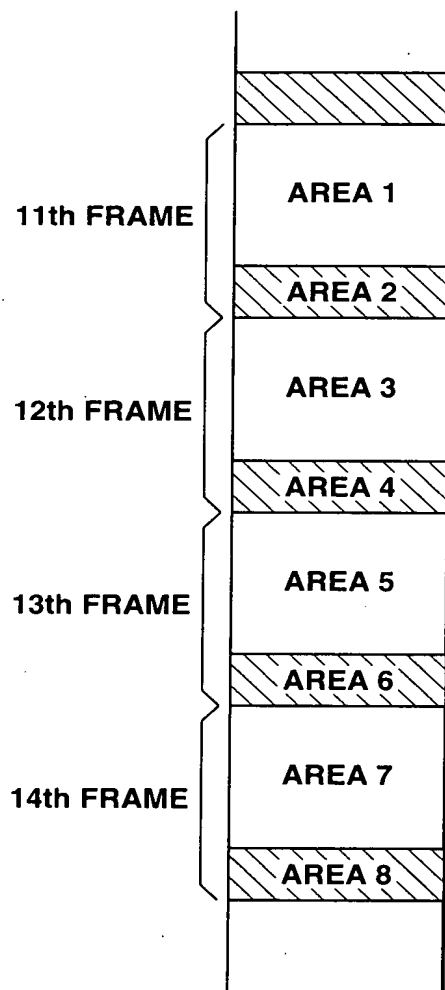


FIG.18

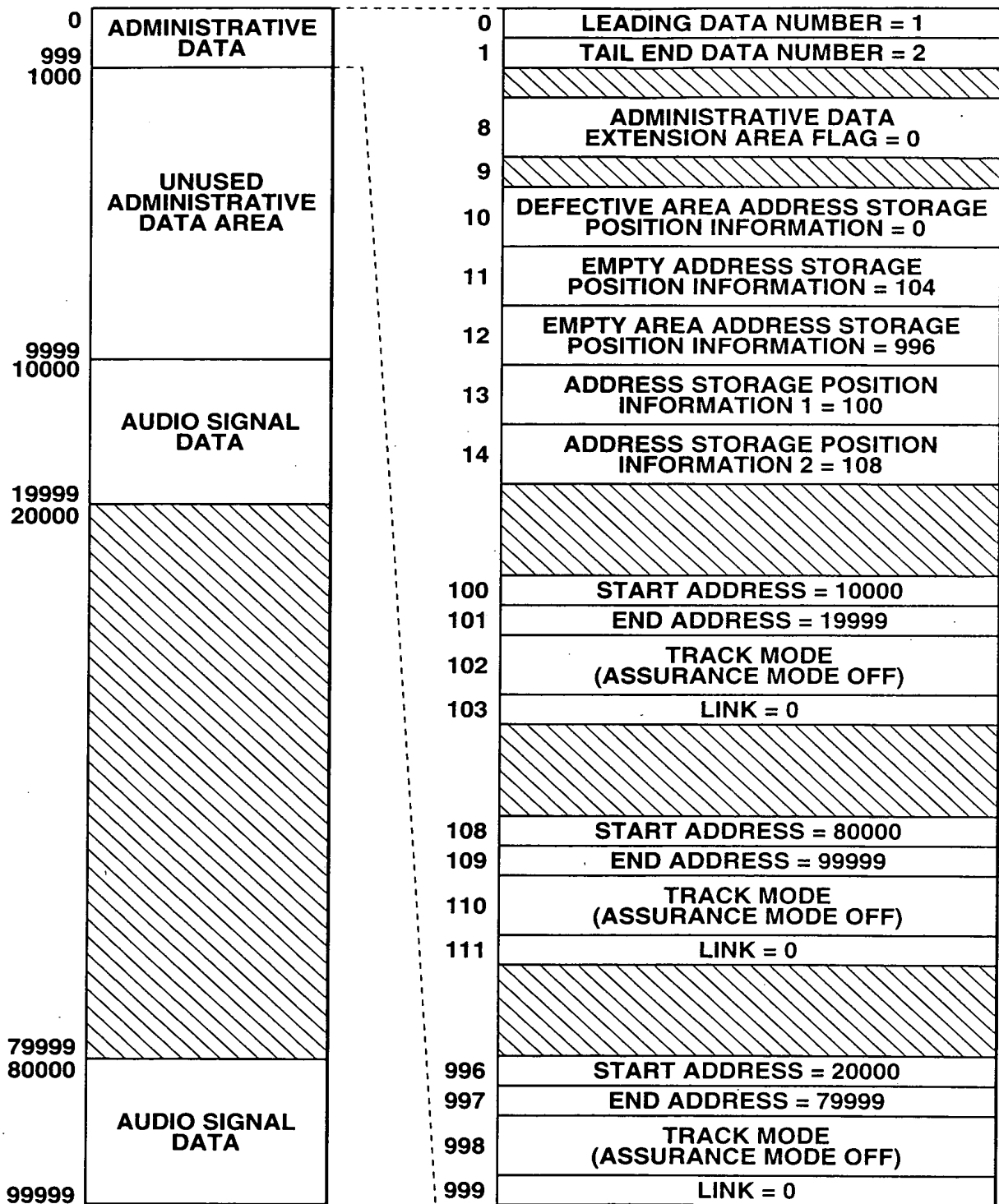


FIG.19

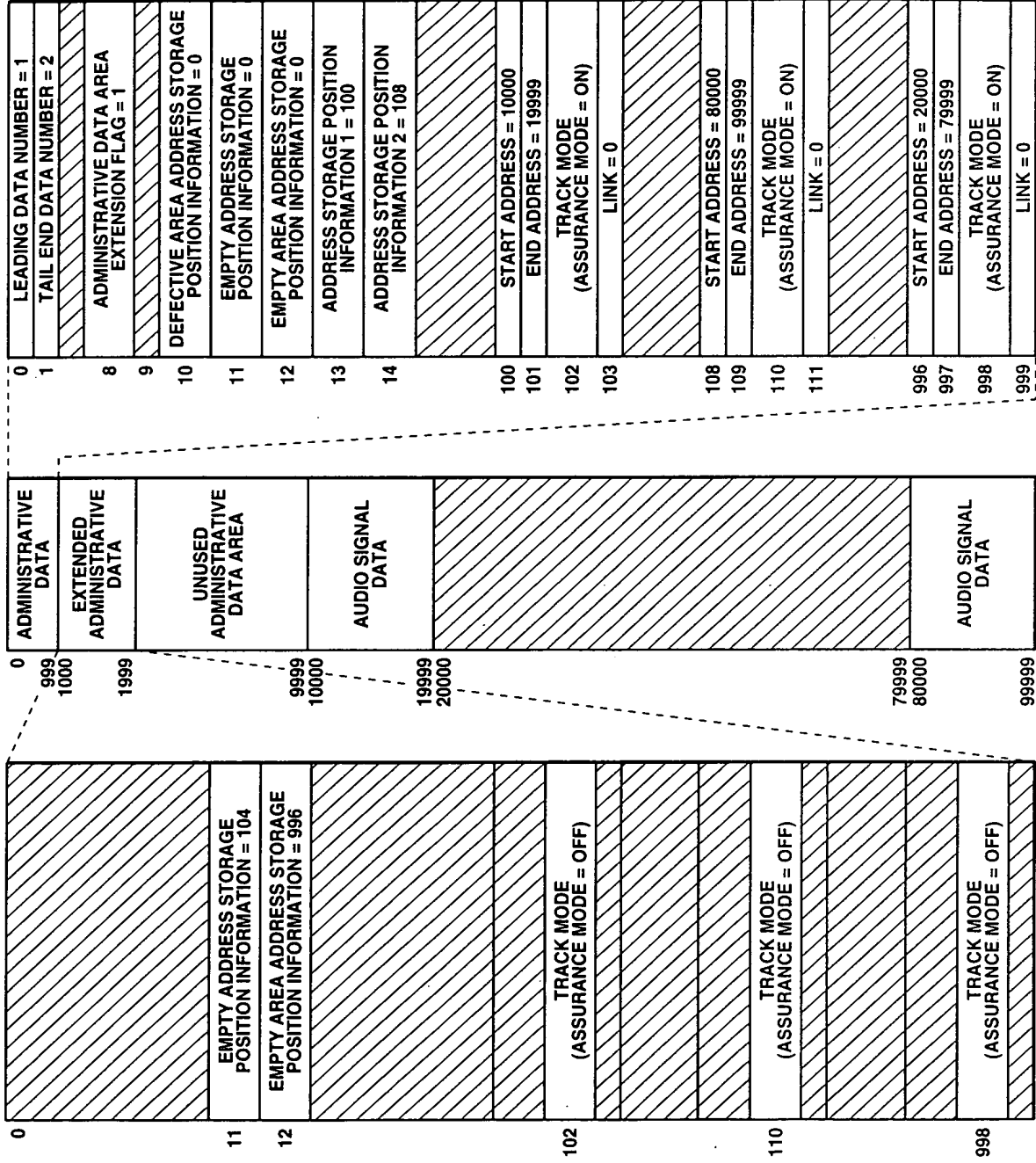


FIG.20

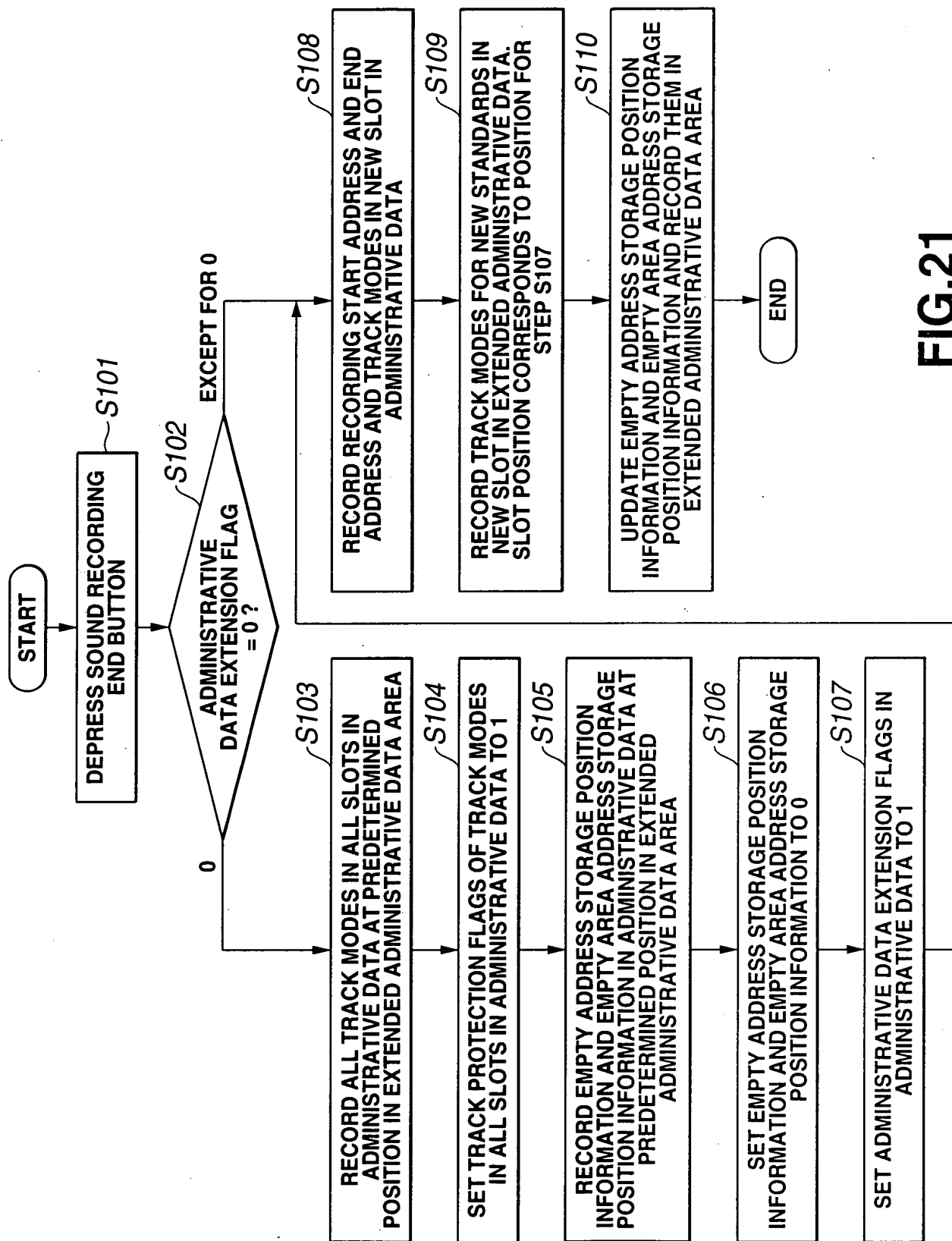


FIG. 21

FIG. 22 is a flowchart illustrating a process for setting track modes in administrative data to replay mode.

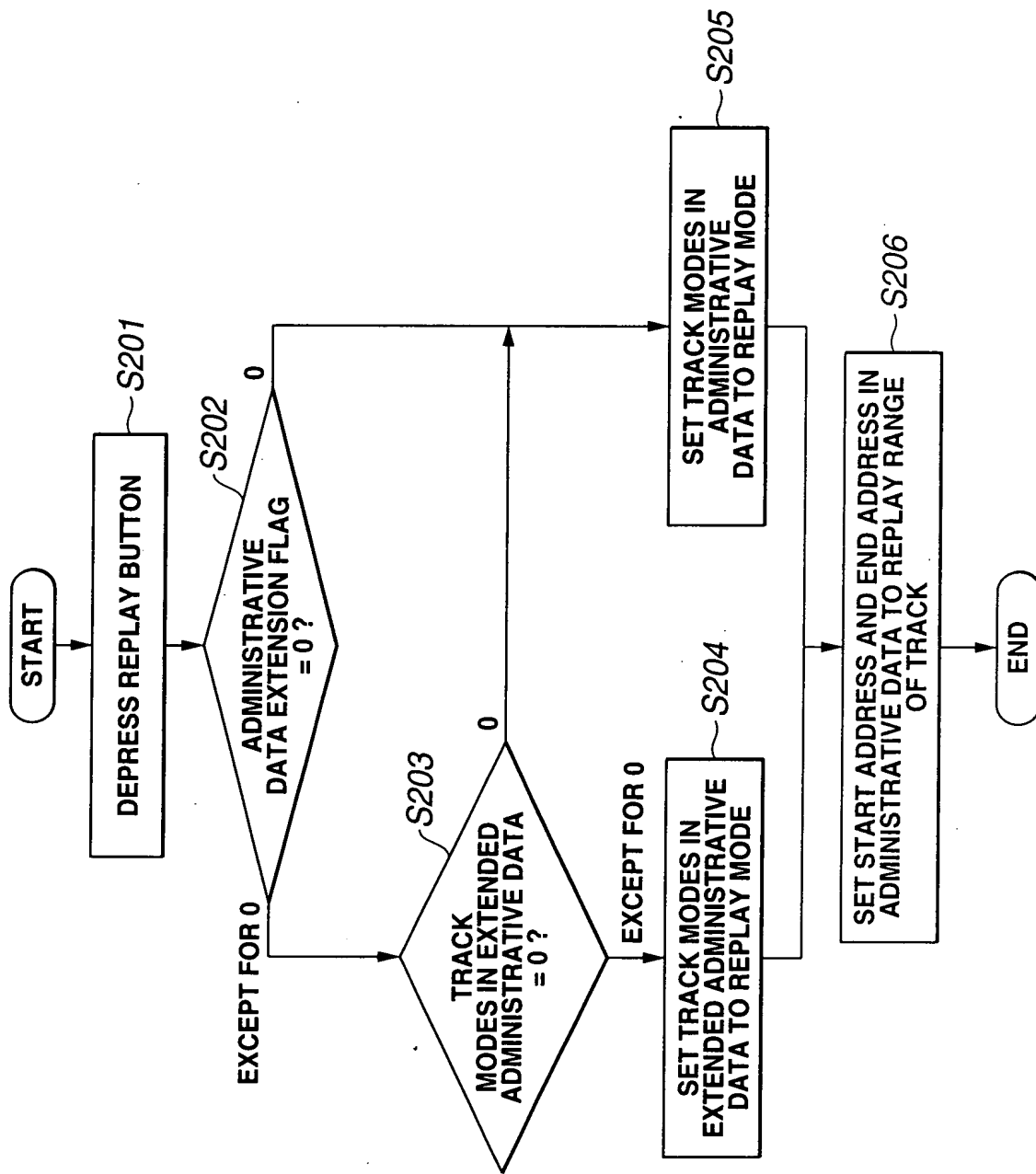


FIG.22

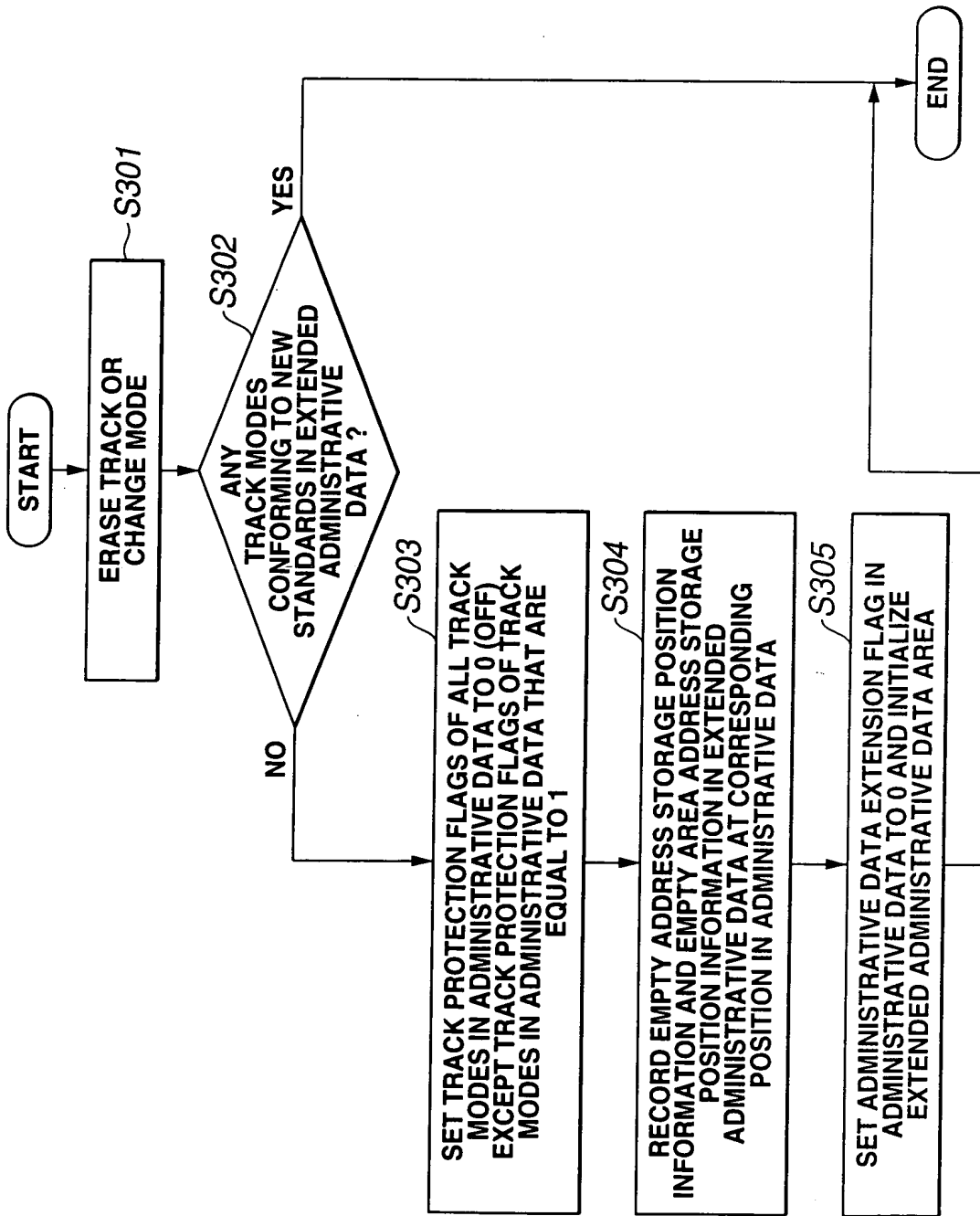


FIG.23

FIG. 24 is a block diagram of the memory structure of the system. The memory is divided into several sections, including administrative data, unused administrative data area, audio signal data, and extended administrative data. The diagram shows the relative positions and sizes of these sections within the overall memory structure.

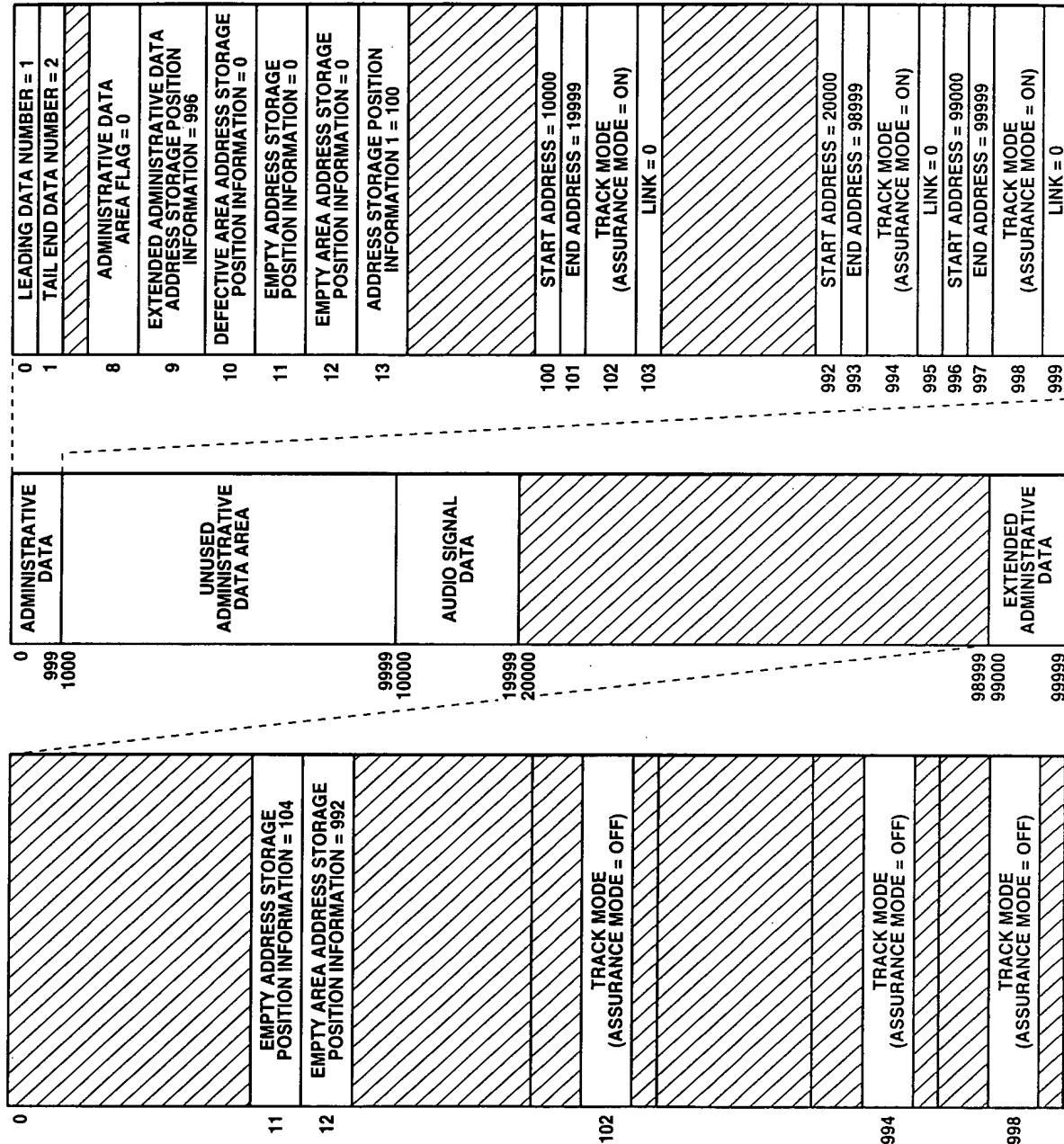


FIG.24